

Osgood Men's Club 2010 Schedule

Wednesday	Game
April 14	2-Man Scramble
April 21	4-Man Scramble
April 28	Shamble- Count 2 Middle Balls
May 5	Stroke Play- 2 Middle Balls
May 12	1,2,3 Bestball Waltz
May 19	18 On Course Events & Skins
May 26	Point Par
June 2	2-Man Scramble
June 9	4-Man Scramble
June 16	Shamble- Count 2 Best Balls
June 23	Special 4-Man Scramble
June 29	1,2,3 Bestball Waltz
July 7	18 On Course Events & Skins
July 14	Point Par
July 21	2-Man Scramble
July 28	4-Man Scramble
August 4	Shamble- Count 2 Balls
August 11	Special Scramble
August 18	1,2,3 Bestball Waltz
August 25	18 On Course Events & Skins
September 1	Point Par
September 8	2-Man Scramble
September 15	4-Man Scramble
September 22	4-Man Scramble
September 29	End of the Season Event

Osgood Men's Club 2010

Game Descriptions

2-Man Scramble: play the best shot from either man on the 2-man team until the ball is holed. Record one score for the team.

4-Man Scramble: play the best shot from any player on the 4-man team until the ball is holed. Record one score for the team.

Shamble- Count 2 Balls: aka scramble off the team; take the best drive and all drop their balls at the point. Each player must finish the hole on their own and record their own score. All 4 team scores are counted towards the team total.

Special Scramble- Play a 4-man scramble, each hole has its own rule. Record the team score.

1, 2, 3 Bestball Waltz: each player plays their own ball from tee to green. On the first hole, count only the best score. On the second hole, count the 2 best holes. On the third hole, count the 3 best scores. On the fourth hole, count the best score. Continue this pattern until the round is complete.

18 On-Course Events and Skins: each hole has 2 on-course events i.e., longest drive, longest putt, closest to the pin etc. Each player records their individual score for each hole and the player that shoots the lowest score for the field on an individual hole wins a skin.